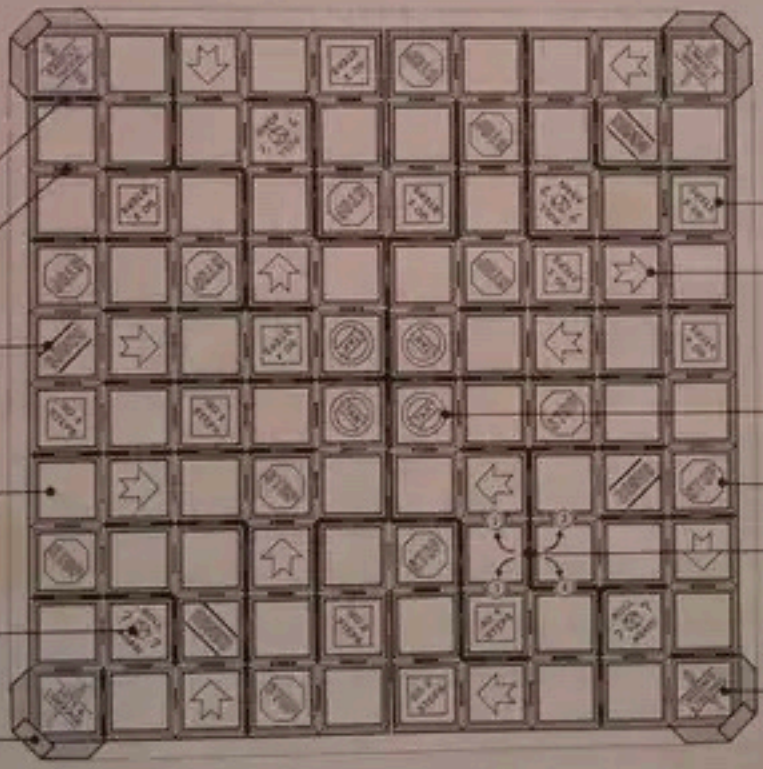
GAME INSTRUCTIONS

QUIZMAZE

"IT IS GOOD TO RUB AND POLISH YOUR MIND AGAINST THE MINDS OF OTHERS"
- Michel Eyquem de Montaigne -



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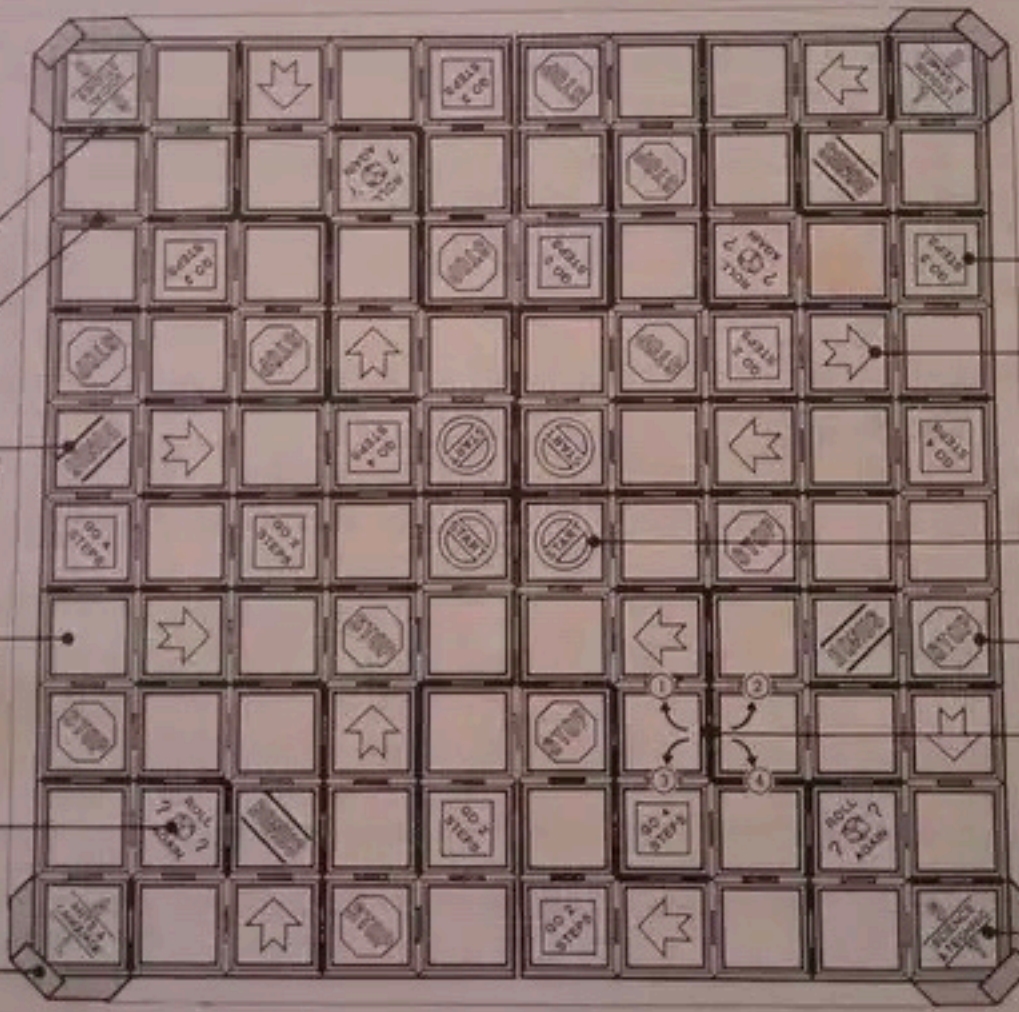
(black) PARTITION-SLOT for MAZE-GATE
(grey) PARTITION-SLOT
BONUS SQUARE : answer a question of an subject category of player's choice
COLOUR SQUARE : answer a question of the subject category
ROLL DIE AGAIN for additional steps
SCORE CHAMBER for SCORE CHIPS
"GO" SQUARE : 2 additional steps
ARROW SQUARE : direction of the next move
START SQUARE : position to start play
STOP SQUARE : give up 1 turn of move
Switch-open maze-gate at 90 degrees to one of the positions ①, ②, ③, or ④.
KNOWLEDGE SQUARE : base of subject category of achievement

RULES OF PLAY

Quizimaze combines Knowledge, Strategy and Luck into one exciting game, which turns learning quest into fun and fascination. It is a very challenging and rewarding game for 2 to 8 players of ages 10 and up.

Equipment

Quizimaze consists of 1 maze-board, 100 maze-square cards of 25 each of yellow, red, blue and green, 80 maze-gates of 20 each colour, 3000 questions on 500 visual quiz cards in 4 subject categories, 4 player tokens and 16 score chips of 4 each colour, and 1 die.

Object of Game

The object is to be the first player to obtain all 4 score chips, one each of yellow, red, blue and green from the 4 different KNOWLEDGE BASEs at the corners of the gameboard.

Setting Up To Play

The gameboard is easily assembled by snapping inversely the 2 halves into position by fitting the "locks" at the half-side of the board.

Players first turn all of the MAZE-SQUARE cards with the colour side **down**, and mix them thoroughly. Each player picks up one of the "CORNER" square cards of yellow, red, blue or green, and the corresponding "CENTRE" square card, and places them with the colour side **up** onto the gameboard at one of the "CORNER" squares and the corresponding "CENTRE" square across diagonally, respectively. Each player then picks up randomly another 23 square cards without looking at the colour side, and places them **randomly** with the colour side **up** onto any other 23 squares of the gameboard. In so doing, the players create for themselves a colourful gameboard of a unique pattern design. The gameboard is designed for players to create unique play patterns, different for every game of play. The **rule** is that the MAZE-SQUARE cards, once placed onto the squares, are not to be changed around until end of game. At end of play, square cards can be removed easily by turning over the gameboard. (OPTIONAL: The maze-square cards can be glued onto the board for convenience; however, the uniqueness of a different gameboard every play will be sacrificed.)

Secondly, players set up a MAZE on the gameboard by mixing thoroughly all 80 MAZE-GATEs (gates) of yellow, red, blue and green; and each player picks up **randomly** 20 gates regardless of colour and positions them **randomly** onto any 20 of the BLACK partition-slots (not the GREY slots) between squares.

The yellow, red, blue and green SCORE CHIPs (2-4, depending on the number of players) are placed into the corresponding SCORE CHAMBERs at the corners of the KNOWLEDGE BASEs.

Each player selects a token and rolls the die once, with the player having the highest number moving first. In case of a tie, players roll again.

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The 4 boxes of VISUAL QUIZ CARDs of Science & Technic, Social Studies, Arts & Language, and Leisure & Games are each shuffled thoroughly and placed separately beside the playing board.

Colour	KNOWLEDGE BASE	Code	Subject Categories
Yellow	Science & Technic	ST	Natural science, physical science, mathematics, medicine, technology, astronomy.
Red	Social Studies	SS	History, geography, travel, currencies, home economics, customs, politics, weaponry.
Blue	Arts & Languages	AL	Grammar, spelling, fine arts, music, literature, architecture and construction, hobbies, communication.
Green	Leisure & Games	LG	Ball games, entertainment, competitive sports, recreation.

Signs of Play

"START" squares : These are the positions where player tokens start game. During play, these squares are treated as regular colour squares of corresponding subject categories.

"BONUS" : Player is awarded the right to choose a visual quiz card from any of the 4 subject categories, regardless of the colour of the square.

" ⇧ " : Player answers a visual quiz card of the corresponding colour of the square, but his/her next move must be in the direction of the arrow and regular rules apply.

"STOP" : Player answers a visual quiz card of the corresponding colour. If answers incorrectly, he/she has to be penalized to surrender his/her next turn of move, but, if answers correctly, play continues and regular rules apply.

"ROLL DIE AGAIN" : Player does not need to answer any visual quiz card, and just rolls die again to continue play under regular rules.

"GO 2 STEPS" and "GO 4 STEPS" : Player does not need to answer any visual quiz card, and continues his/her move for an additional 2 or 4 steps, respectively, in any direction within the maze, and answers the corresponding visual quiz card of the square landed on after the additional steps.

"KNOWLEDGE BASE" : These are the 4 corner squares of Science & Technic, Social Studies, Arts & Language, and Leisure & Games, where players are awarded with SCORE CHIPs of corresponding colours for achievements of KNOWLEDGE.

Playing the Game

Player rolls die again and, starting from **any** one of the centre START squares, moves the token forward in **any** direction **within** the MAZE, according to the number shown on the die.

When player lands on a square with a "SIGN OF PLAY" as outlined above, the turn continues according to the message of the sign.

Player takes a visual quiz card of the corresponding subject category, of the same colour as the square where the token has landed on. Player looks at the picture and answers the question of the same number as shown on the die. For example, if a player rolls the die of 5 and lands on a yellow square, he/she takes a yellow visual quiz card of "Science & Technic", and **must** answer question 5 and **not** any other question. The correct answer is on the reverse side of each card.

If player answers the visual quiz card **correctly**, he/she is **first** awarded to "switch-open" **any** one of the MAZE-GATEs of the **same** colour of the subject category, for example, any red gate for a correct answer in "Social Studies", and **secondly** rolls die again to continue his/her turn. If the player answers incorrectly, the turn is over and passes to the left player.

Play continues, with every visual quiz card placed back to the rear of the corresponding box, from which it has been drawn.

With every die roll, a player **must** always move the number of steps according to the number on the die, except when entering a KNOWLEDGE BASE (see below); but backtracking to the same occupied square **within one move** is **not** allowed.

If the turn of move, including direction of an arrow square, cannot be carried out, within the maze, according to the number on the die because of blocking of gates, that is, being trapped in the maze, the player has to go back to one of the centre START squares and start again.

During game, players "**switch-open**" MAZE-GATEs in many of their moves, depending on the number of their correct answers. At one turn of move, a maze-gate is to be switched-open only at right angles of 90 degrees on either side of the gate, by repositioning the gate using either end of the gate as a "pivot" point with reference to its present position, regardless of its original location.

After start of game, gates can be switched-open and repositioned regardless of BLACK or GREY partition slots. (BLACK slots are used before game only for the purpose of setting up a maze to start play). A gate is **not** allowed to be lifted off and moved to another **unrelated** location in the gameboard.

The strategy for switching-open and repositioning of maze-gates is aimed at either opening up the shortest path to facilitate the player's own move towards the desired KNOWLEDGE BASE for a score chip, or blocking and delaying the move of an opponent's token from scoring.

However, setting up gates at all 4 sides of a square to surround your opponent, that is, to trap a token by "encircling" with **only** maze-gates is **not** allowed.

To obtain a score chip, a player must land on the KNOWLEDGE BASE and answer correctly the corresponding visual quiz card. He/she can enter the BASE with a roll of a bigger number than needed. For example, a roll of 5 entitles the player to enter a BASE of only 3 steps away. Having answered correctly, the player takes **1** score chip from the respective SCORE CHAMBER, and the turn continues. If the player answers incorrectly, the turn passes to the left player and regular

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When a player, who has obtained a score chip from a KNOWLEDGE BASE, lands on a regular square, except squares with SIGNS OF PLAY, of the same colour as the score chip, he/she is privileged to roll die again to continue the turn, regardless whether he/she answers the corresponding visual quiz card **correctly** or **incorrectly**. This privilege is awarded for the achievement of KNOWLEDGE in that subject category as recognized by the possession of the score chip of the same colour.

Under the condition of an **incorrect** answer, however, the "switch-open" of a maze-gate is **not** allowed. **Only a correct answer is given the right to "switch-open" a gate.**

This privilege for achievement of KNOWLEDGE extends further as the possession of score chips of different colours of various subject categories increases.

If a player, in possession of one or more score chips, lands on a square of a **different** colour from his/her score chip(s), regular rules apply.

Winning the Game

The winner is the first player to obtain all 4 score chips of one each of yellow, red, blue and green.

Options

This game takes 1 to 3 hours to play, depending on the age and background of the players. It is optional for the players to shorten or adjust the game time to their own desire by declaring the winner after obtaining only 1, 2, 3 or all 4 score chips.